Copper 1: 3 Conquest, 1 Curse, 1 Copper Treasure
Copper 2: 1 Conquest, 100 Coins, 1 Copper Treasure
Copper 3: 2 Curses, 2 Copper Treasures

Silver 1: 3 Conquest, 1 Curse, 1 Silver Treasure
Silver 2: 2 Conquest, 100 Coins, 1 Silver Treasure
Silver 3: 1 Conquest, 2 Curses, 1 Silver Treasure

Gold 1: 3 Conquest, 2 Curses, 1 Gold Treasure
Gold 2: 1 Conquest, 3 Curses, 2 Gold Treasure

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Poisoned Supplies

By Justin Canfield

Scenario Background

In these wary times, no one knows if this meal will be their last. Seemingly random shipments of food have been arriving to town with some strange new strain of poison injected in them. It began a few weeks ago; some poor lonely man was enjoying a meal in his favorite tavern, when all of a sudden he drops dead. At first it was dismissed as a freak accident, but as more and more cases have been popping up, people have been getting nervous, and no one knows the source.

That is, until now. There is one suspect, the local butcher, who knew most of the people that were infected. He's a disgruntled old man, and many have noticed him feud with customers before. People are starting to point fingers, and the tension is thick in the city. He now approaches you.

"I hear you're the ones to go to if you need some adventuring done. You've heard of my... situation I'm assuming. Now I know there's no way I can prove to you that I'm innocent, but I need you to trust me, I am damn it. And there is a way I can prove it. Many years ago, I heard tell of an Ogre, his name was Trank. Trank is a troublemaker, and I just know he's the one behind all this. I've got a map here of Trank's hideout. If you're willing to help me clear my name, I'd make it worth your while. So what do you say?"

Mission Goals

The local butcher wants you to help clear his name in this string of poisonings. He has given you a map to Trank's lair. In order to clear his name, kill Trank and bring back proof of Trank's guilt, saving the butcher's good name. You start with 5 conquest tokens. If you can activate Glyphs of Transport to make your trip easier, all the better. Good luck.

Starting Area

As you enter Trank's hideout, you notice a very foul odor. It's difficult to place your finger on exactly what it is, but you know that bad news lies ahead. Just as you begin to orient yourself to the surroundings, you notice that you are suddenly not alone.

Area 1

As you pass through the doorway, you notice that the odor becomes somewhat stronger. Finally you realize what the odor was: the unmistakable stench of ogre. Trank is certainly here, now it just becomes a matter of locating him. Until then though, there are more pressing matters at hand.

Area 2

A dark pit is off to the side of this room, but what's more important is that straight ahead, just behind the strange robed man, you see the runekey that you need to open the door! As you make a move for the key, you hear someone shriek, yelling, "Stop them! The master must be protected!" As you hear this an arrow goes whizzing by your head, narrowly missing.

When the master skeleton is slain:

The skeleton shrieks as he falls, and calls out, "Run you fool! Warn the master, it may be too late..." You turn your head briefly to see another skeleton which was sneaking up behind you run off, presumably warning Trank of your arrival. It looks like Trank will be prepared.

Area 3

As you enter the room, you're thankful to see that it looks mostly abandoned. There is a lone ogre sitting in the center of the room, enjoying a large leg of meat. As you approach, he looks dumbfounded. At first you think this may be Trank, but he is clearly too dumb to be the mastermind. He says, "But... But.... Who are you!? I don't think you're supposed to be here! Wait, what was I supposed to do if someone showed up? Um... Um... Kill them? Think so...." With that he comes lumbering towards you. Too bad you didn't notice his friends...

Area 4

As you enter this area the stench becomes unbearable. Yes, this is certainly the path to Trank. However, the hallway ahead of you is long, and before you know it, some of Tranks cohorts have decided to make an appearance. If you can just get past them, Trank surely awaits!

Area 5

As you open the door your nostrils fill with the ogre's stench. There he stands, ready for your arrival. He chuckles as he sees your distress. "Awww, am I too stinky for you??? Hahahaha!!! That's ok, it won't matter soon. Thanks to this little guy I was able to prepare my weapons all nice and special just for you. Oh and you'll just love my favorite pit. You'll see, it's not so bad once you get used to it!" He laughs at his own wit then raises his club. To your right you see what he must be talking about. A huge pit, and no doubt he's planning on keeping you down there for a good long time.

Trank is a normal Master Ogre with the following exceptions:
- He has double wounds
- He has eight armor
- He loses undying, but gains poison. He has coated his weapon with the deadly toxins he's using in the food.

The first time Trank knocks someone into his pit:

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The ogre laughs as he sees you fall into his pit. "Yay! I love it when that happens!"

When Trank is slain:

The ogre's grin quickly vanishes. Clutching his side, he looks first at his mortal wound and then at you. "I guess play time is over?" With this, he falls to his death. Now it's time to see if there's any evidence that can save the poor butcher's name. Upon scouting the room, you notice a few boxes stashed in the corner, each labeled "Trank's Super Secret Poison". This seems satisfacory, so you carry one of the boxes back to town, and collect your reward.

The heroes gain 4 conquest tokens. This Quest is completed.

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